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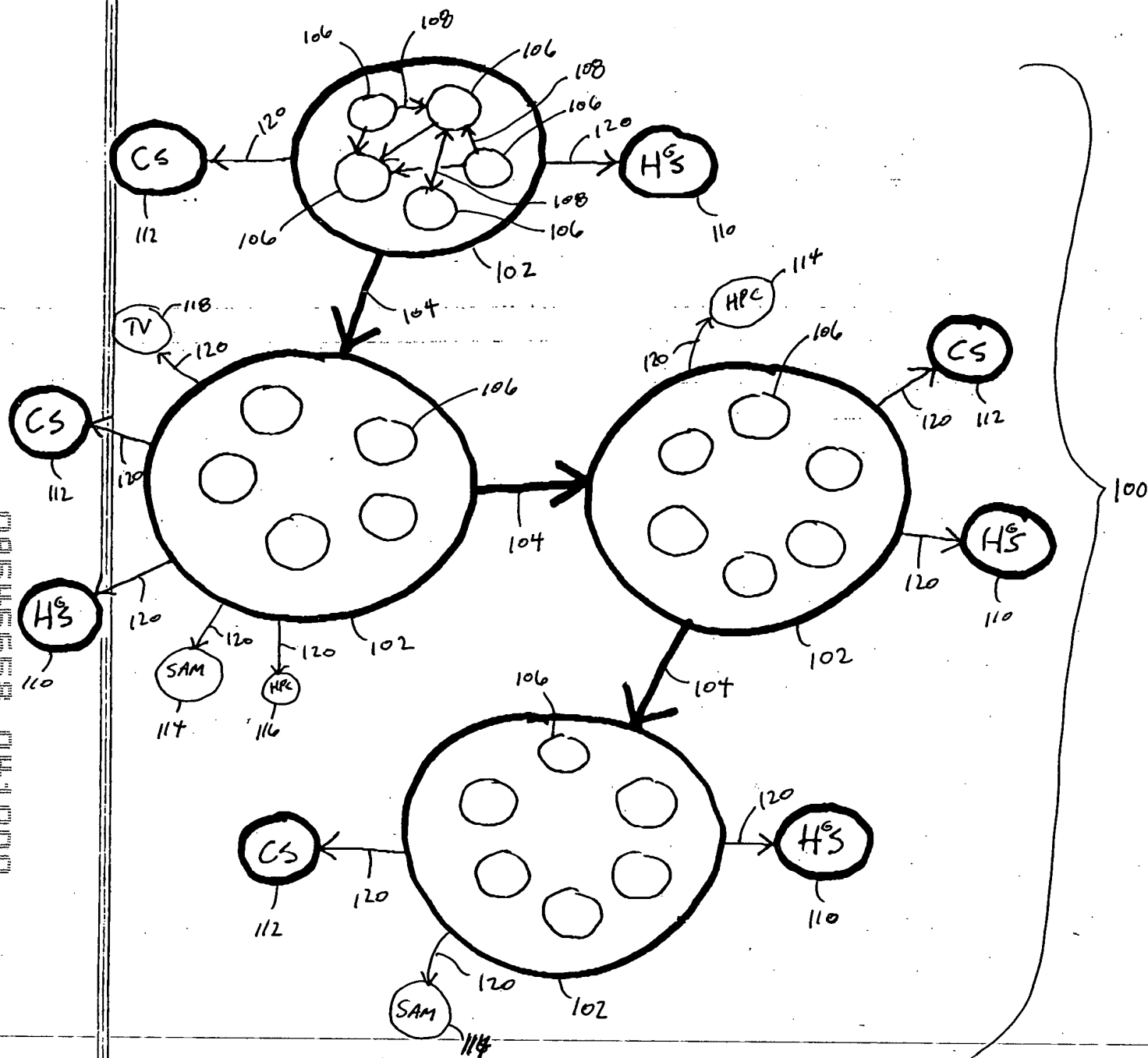


Figure 1

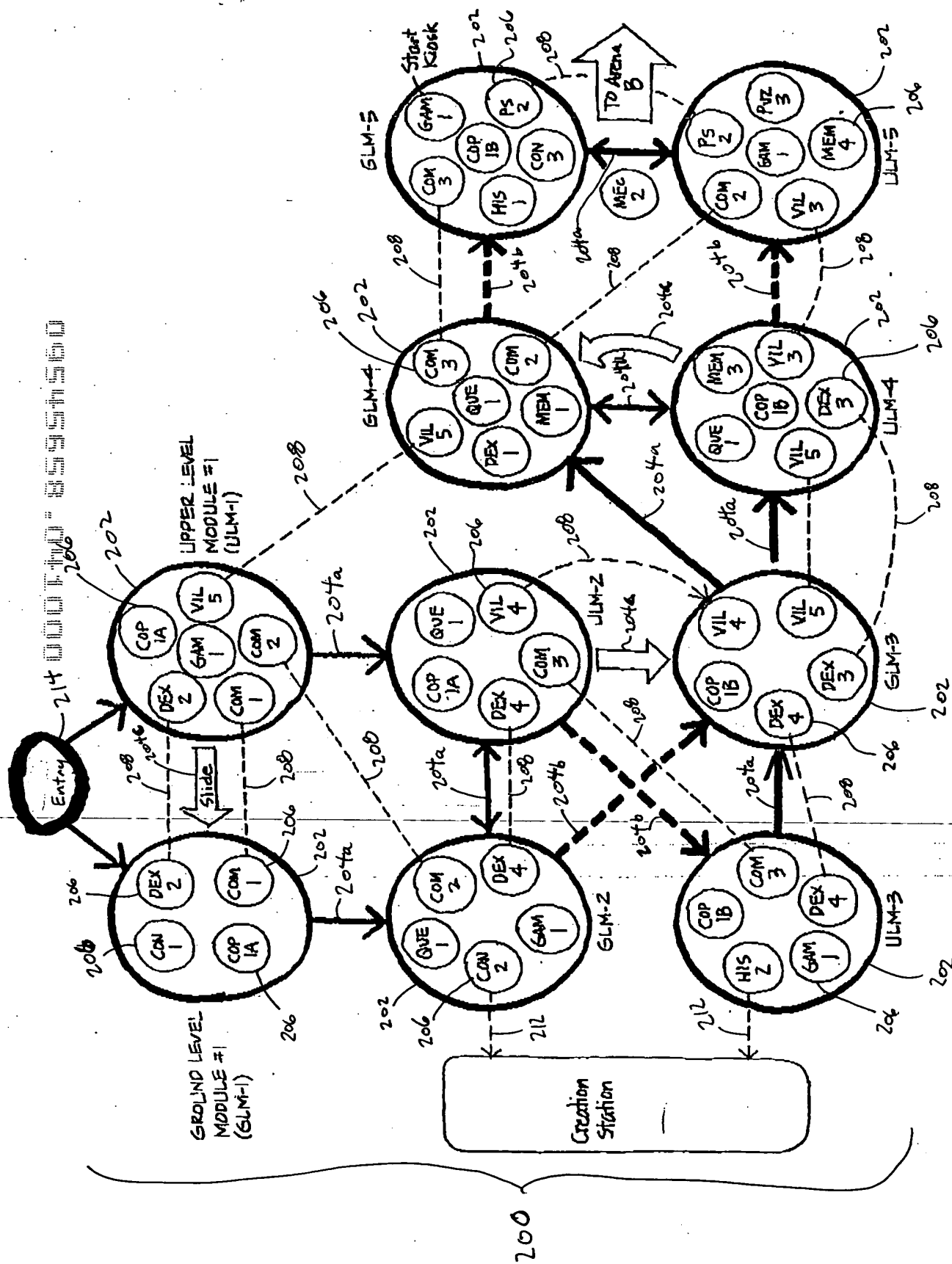


Figure 2

## LINKS PLAY SEQUENCE SCHEMATIC

### GROUND LEVEL MAZE (Basic Skills)

- A. Recorded greeting and welcome,
- B. Explore maze to first ground level Module (GLM-1)

#### GLM - #1

CON-1: Build A Wall

COM-1: Navigate the Maze ←

COP-1A: Simultaneous (button only)

DEX-2: Throwing Skills ←

#### GLM - #2

QUE-1: Key Quest

COM-2: Station Buttons ←

DEX-4: Ball Drop ←

CON-2: Build a Structure

GAM-1: Hide and Seek (button only)

#### GLM - #3

Must have 1 Key and 100 points to enter

VIL-4: Surveillance

DEX-4: Ball Drop ←

COP-1B: Simultaneous (start station)

DEX-3: Shooting Skills ←

VIL-5: I Spy ←

#### GLM - #4

VIL-5: Video Gags ←

QUE-1: Key Quest

DEX-1: Wack-a-Mole

COM-3: 20 Questions ←

MEM-1: Numbers

COM-2: Station Buttons ←

#### GLM - #5

COM-3: 20 Questions ←

GAM-1: Hide and Seek (start station)

PS-2: Computerized ←

COP-1B: Simultaneous (button only)

HIS-1: Trivia

CON-3: Build a Bridge

### UPPER LEVEL MODULES (Advanced Skills)

- A. Recorded greeting and welcome
- B. Climb to first Upper Level Module (ULM-1)

#### ULM - #1

GAM-1: Hide and Seek (button only)

COM-1: Navigate the Maze

COP-1A: Simultaneous (button only)

DEX-2: Throwing Skills

COM-2: Station Buttons

VIL-5: Video Gags

#### ULM - #2

COP-1A: Simultaneous (start station)

QUE-1: Key Quest

DEX-4: Ball Drop

COM-3: 20 Questions

VIL-4: Surveillance

#### ULM - #3

Must have 2 Keys and 150 points to enter

COM-3: 20 Questions

DEX-4: Ball Drop

COP-1B: Simultaneous (button only)

GAM-1: Hide and Seek (button only)

HIS-2: Re-creation

#### ULM - #4

DEX-3: Shooting Skills

VIL-5: I Spy

QUE-1: Key Quest

MEM-3: Shapes

COP-1B: Simultaneous (start station)

VIL-3: Fake-out

#### ULM - #5

VIL-3: Fake-out

PUZ-3: Common Thread

PS-2: Computerized

COM-2: Stations Buttons

MEM-4: Musical Notes

GAM-1: Hide and Seek (button only)

Connecting Modules

MEC-2: Gears

Figure 3

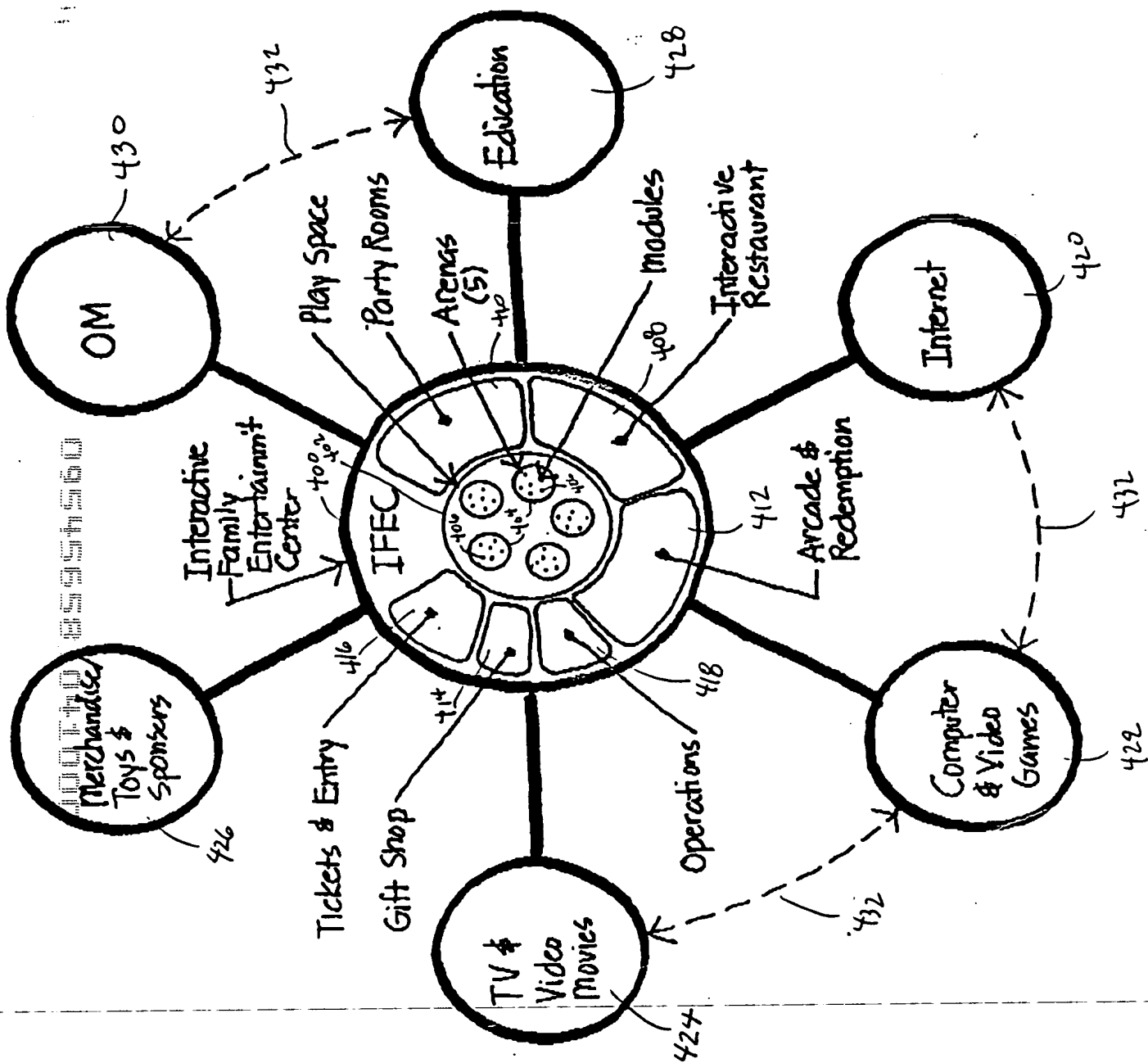


Figure 4

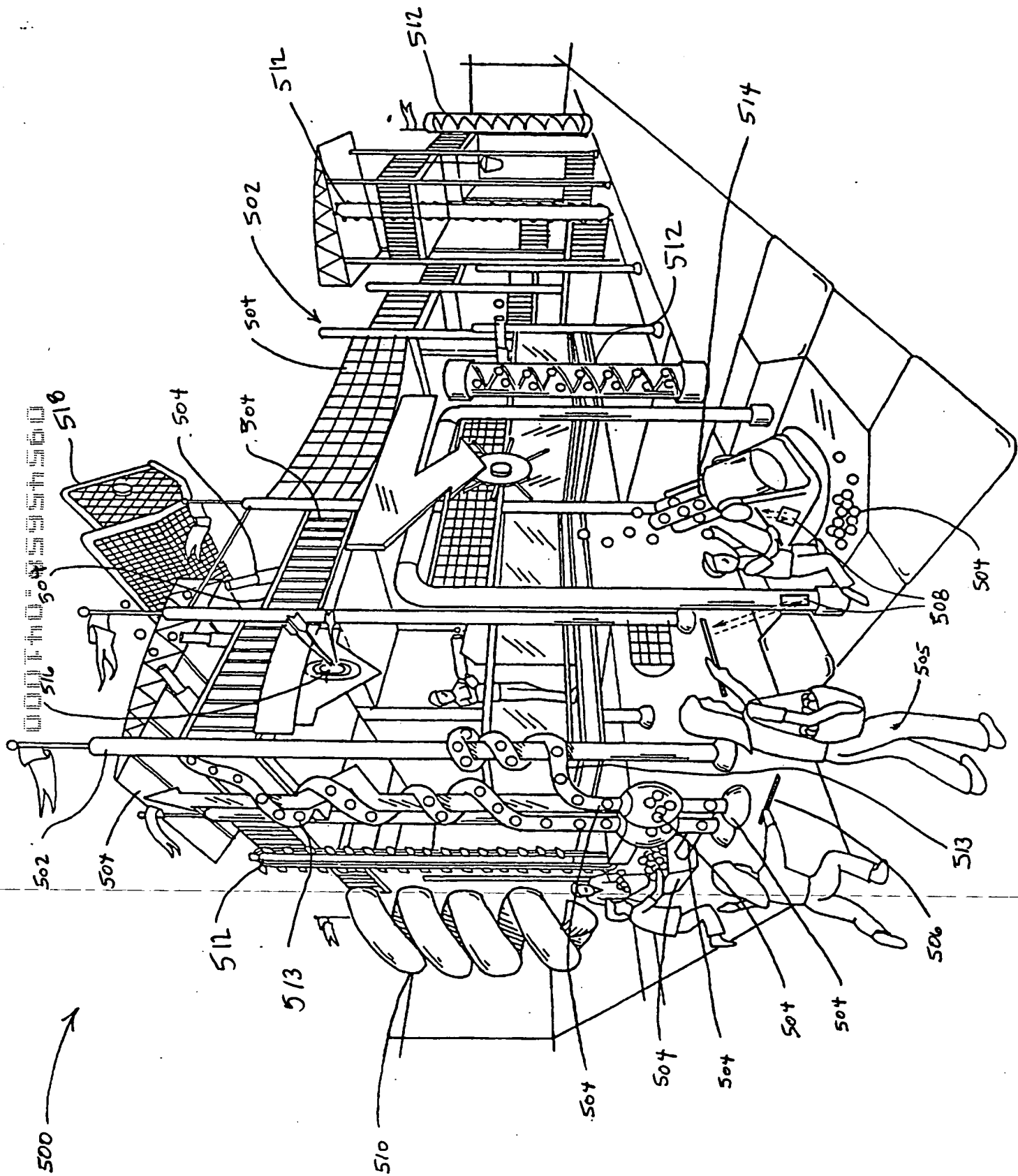


Figure 5

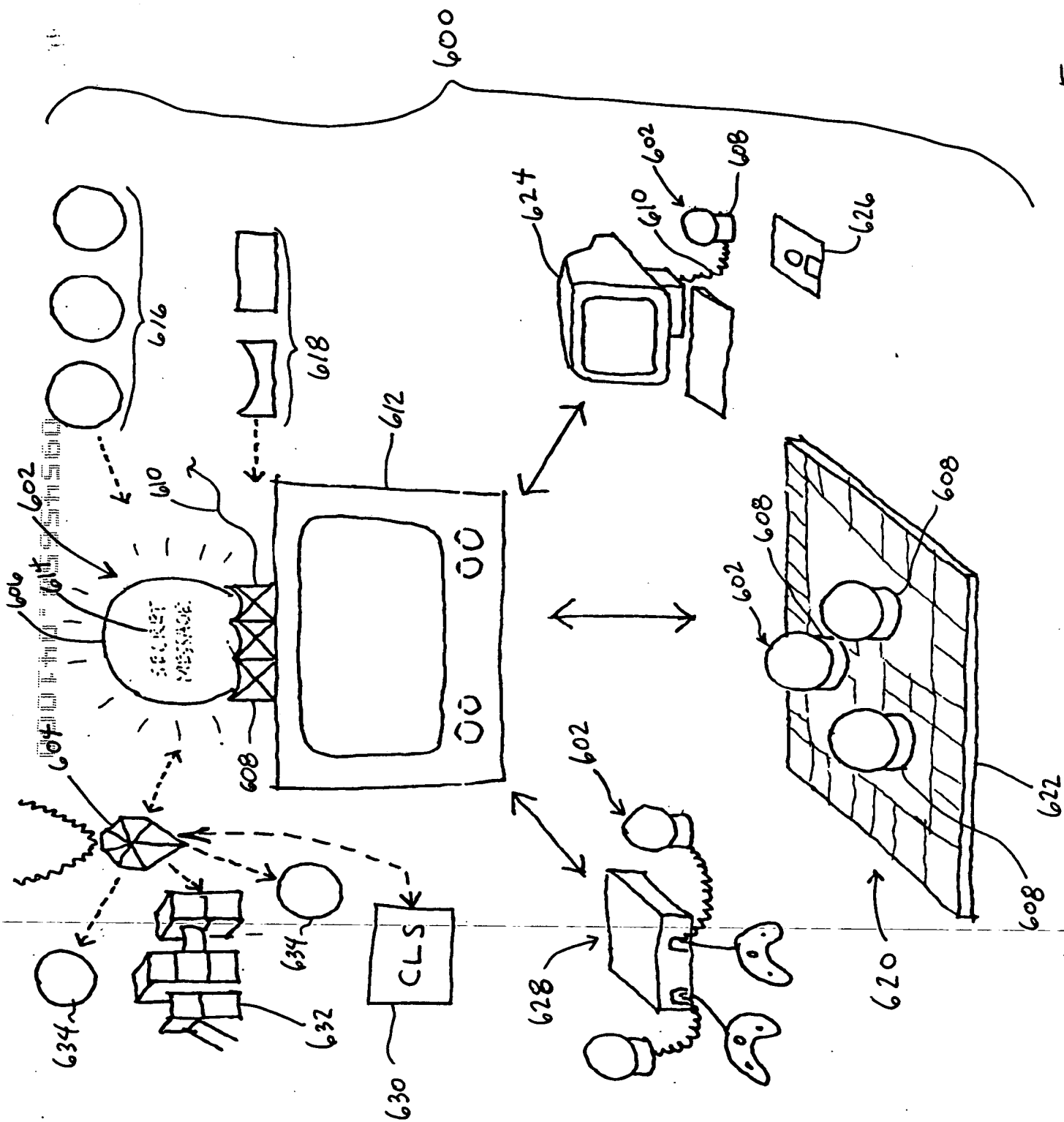


Figure 6

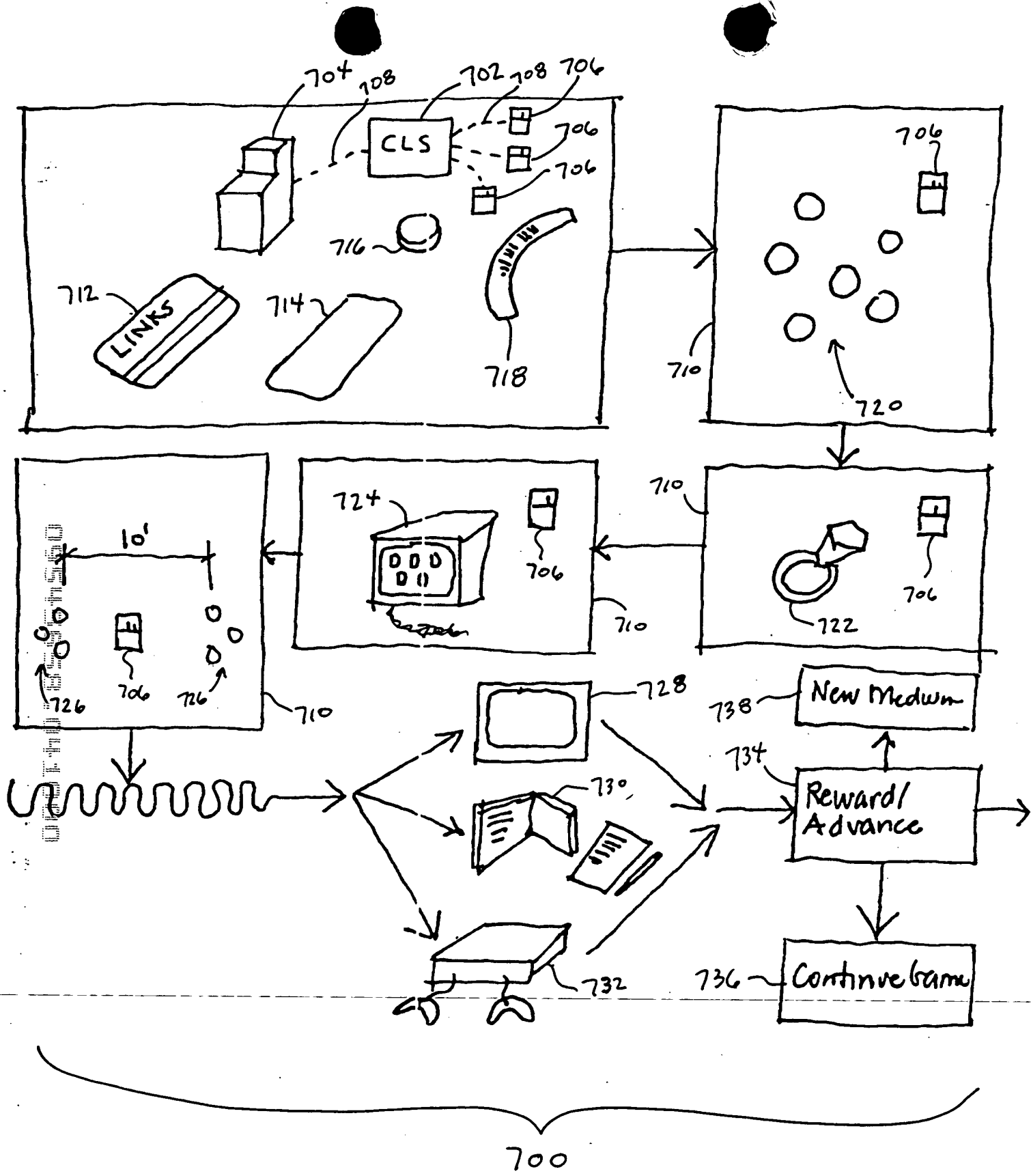


Figure 7



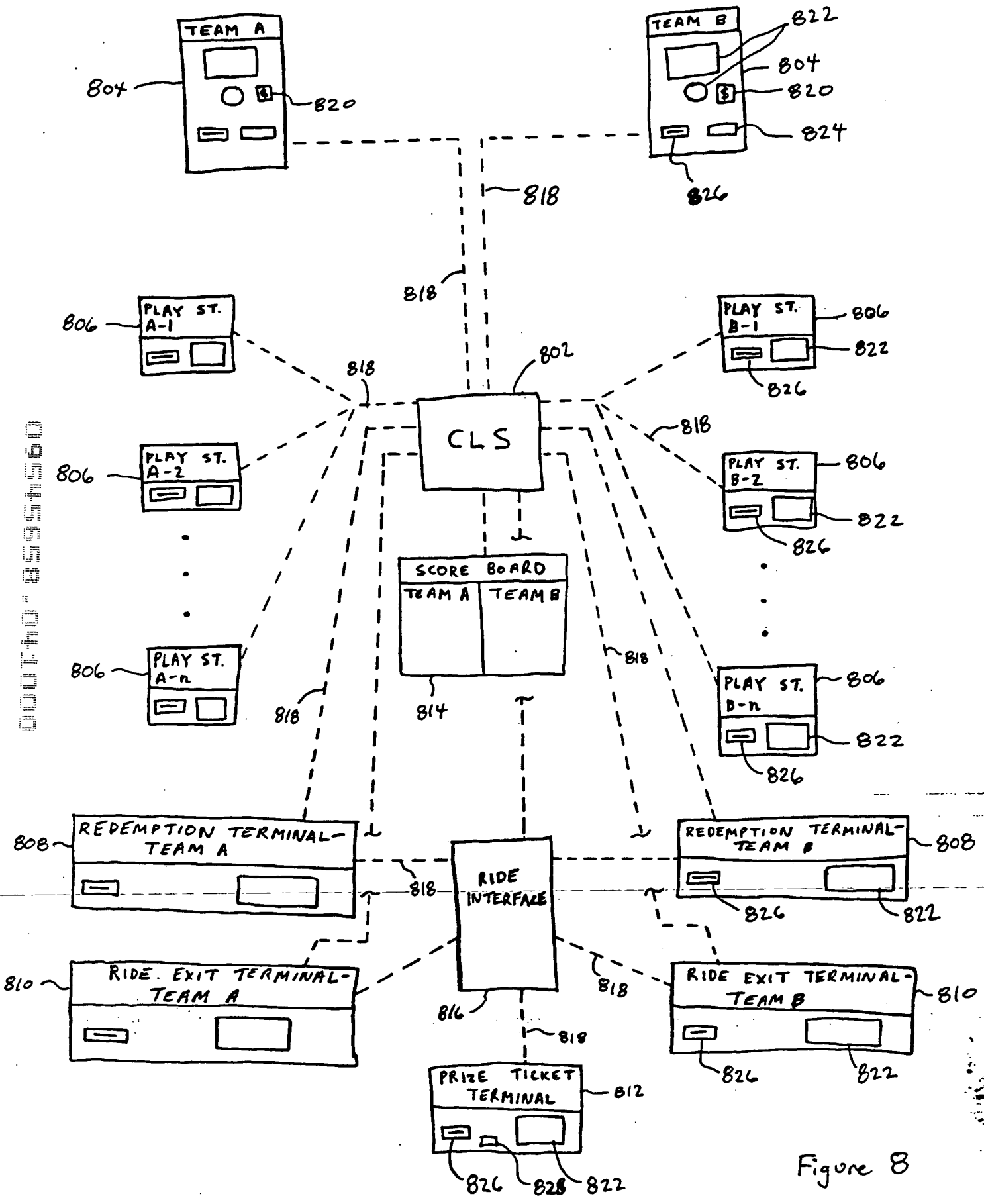


Figure 8